



AMETHYST, PRINCESS OF GEMWORLD, Vol. 1, No. 1, May, 1983. Published monthly by DC COMICS INC., 666 Fifth Avenue, New York, N.Y. 10103. Copyright © 1983 by DC Comics Inc. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. No actual persons, living or dead, are intended or should be interred. Printed in Canada.

Advertising Representative, Sanford Schwerz & Co., 395 Latergree Avenue, New York, N.Y. 10017, (202) 391 3400. PDSTMASTER: Send address changes to DC COMICS INC., P.O. Box 1300 F. Fort Lee, N.J. 07924. Jenette Kahn, President and Publishet Joe Orlando, Vice Presi-Editorial Dienctor Dick Giordano, Managing Editor Saven Berger, Editor Bub Bozakis, Production Managor Paul Levitz, Vice President-Operations Bruce Director, Marketing Director Arthur Garbanett, Tomanine













































































































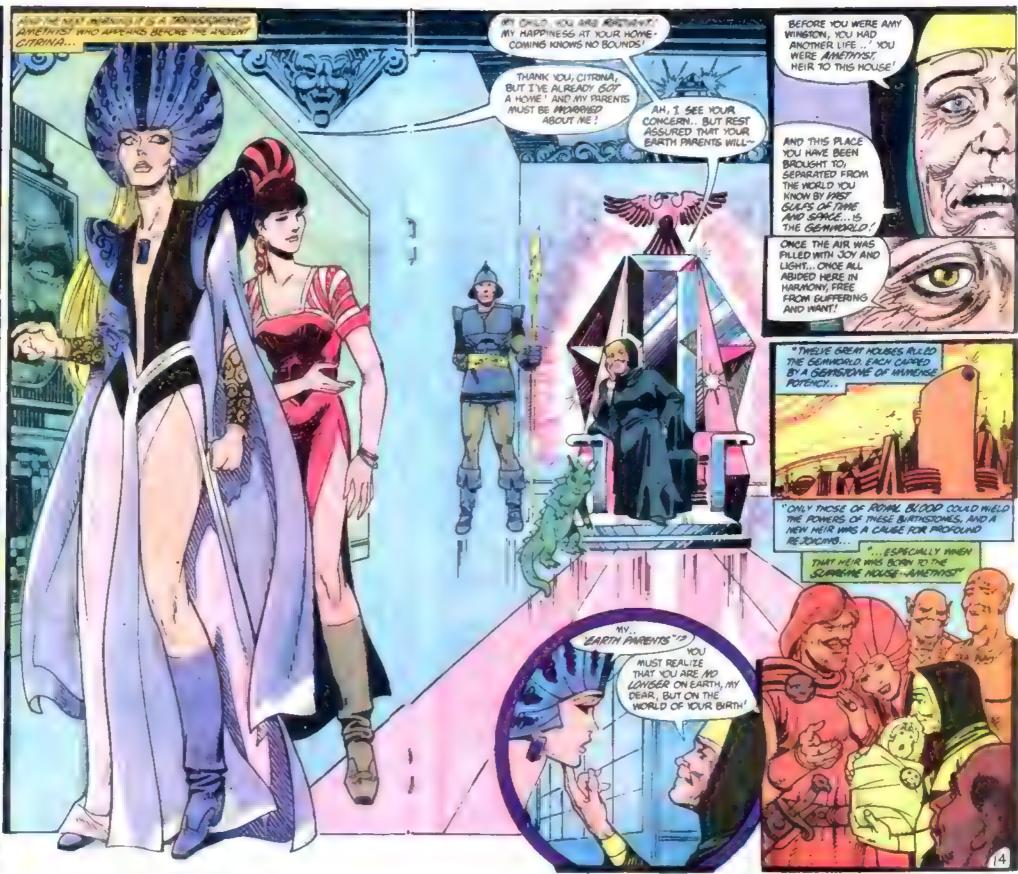






ARE DAMPENED AS WELL

















Westy

I've done the convention trail

in spedes this year

Started in Philly in mid-April—ended at Creation Con in NY Thanksqiving weekend Did Dailas, Phil Seuling's NY con, San Diego, Chicago, Atlanta, San Francisco, Boston and Wintercon in Oklahome in between.

Almost learned how to sleep in a hotel bed and set airlines food without complaining.. Almost (Thank God for some of the good restaurants in those cities and the people I went to them with)

You gotte be some kind of nut to agree to be away from hearth and house for 10 weekends during the "nice" weather... or obsessed with the need to find new talent. Probably both

Anyway, guys, I gotta report ...There is talent out there in talevision land! I know because I sought it and I found

What I was doing at all those comic fait conventions is I was conducting a talent search The conventions advertised that I would be there to give a talk on "How to Break into Comics" (Somehow that sounds like an illegal acti) and then to look at the portiolies of those fans who had brought them.. And, yep, I found 25-30 who showed good promise. Asked 'em to do more samples and send them to me at DC Most of these were better then the portfolios I looked at originally Encouraging

But now I had to keep up some kind of communication so that we'd still be talking to each other when (and if) these talented folk became good enough to start working professionally

Sadly, I found I couldn't keep up this communication properly and still handle my regular workload, so you know what I did? I hired someone to handle that job full-time! To communicate with talented folk who can write or draw but aren' sure what to do next.

His name is Sal Amendola, his job is Talent Coordinator, and he's the man at DC to convince that you're the next Marv Wolfman or the next Frank Miller

I had lunch with Sal yesterday and he asked me to pass along these sensible suggestions to those who feel they have the abilities needed for a career in comics and want to send along samples through the mail.

To wit:

Mail sepies of your work.

Not the originals. Xeromes or
photostats will be fine.

 Pack them securely A piece of heavy cardboard in the eavelope discourages postal employees from bending the package.

3) Use sufficient postage for first class mail or special handling. Any more expensive class will be a waste of money

4) Put comeone's name on the envelope, not just DC Comics. If you want it to reach Sal Amendola's desk (I del), put his name on it.

S) Put your name and address on every page! Sample art often becomes separated from the accompanying letter and the envelope is most often thrown away. Also, individual pages are sometimes separated from the rest. Your name on every page quarantees that we know whose work we're looking at, no matter what

6) A salf-addressed, stamped envelope assures the return of your material although we try to

return everything anyway. In any case, our response will be faster if you include an sete.

Good luck!

Guess what I did from April to November when I wasn't getting on airplanes to go to conventions? Give up?

I was getting on airplanes to go to Atari (another Warner Communications company).

Atari HQ is located in a place called Silicon Valley (read Sunnyvale, CA) and I made a half-dosen or more trips there between conventions. That was heady stuff...Atari is a neet company. I especially enjoyed working with the programmers They're a lot like comic people... young, creative, fun-loving, and we left comfortable with each other as we created ATARI FORCE and SWORDQUEST

If you don't know what ATARI FORCE and SWORDQUEST are (been hibernating?), they're two comic book series produced by DC Comics for Atari to be packed in with certain cartridges. So far, ATARI FORCE numbers 1, 2 and 3 have appeared in "Defender". "Berserk" and "Star Raiders" cartridges and SWORDQUEST numbers 1 and 2 in cartridges called "EarthWorld" and "FireWorld" respectively

If you bought these exciting electronic game cartridges, you know that the comics were an added plus to the general gameplay fun at no additional cost.

Fear not, friends...We'll not forget those of you who have yet to enjoy these games. Sometime in 1983, a new, more exciting version of ATARI FORCE will be on the newstands and the entire SWORDQUEST eags will probably be available in a larger size than the original and released by DC as an album or a mini-series or a series of graphic novels.

SWORDQUEST was written by Roy Thomas and Gerry Conway, drawn by George Peres, and inked and edited by yours truly.

The 'new' ATARI FORCE book will be written by Gerry Conway and Roy Thomas and drawn primarily by Jose Garcia-Lopes.

These should be knockouts Look for 'em Wearier and wearier Thank you and good

after massassur























